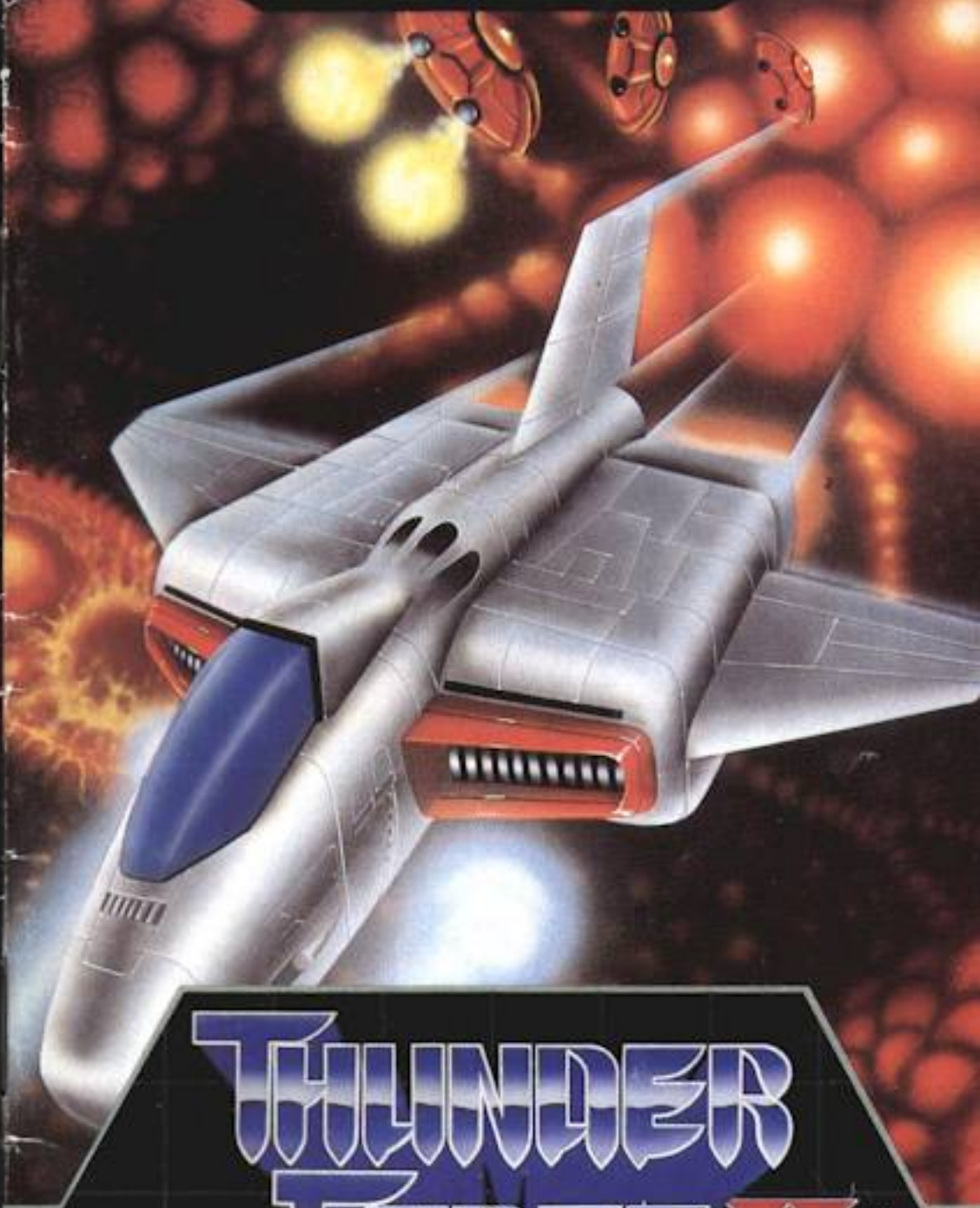


SEGA
GENESIS



THUNDER FORCE II™

INSTRUCTION MANUAL

EmuMovies

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Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

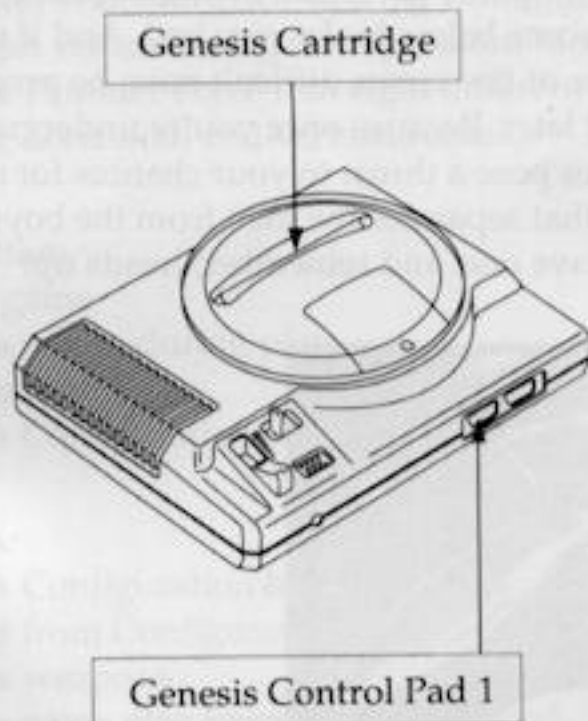
Printed in Japan

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Thunder Force II cartridge in the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, make sure the cartridge is securely inserted into the console.

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player Only: Press Start Button on Genesis Control Pad 1.



Thunder Force™ II

The dates have changed, but the situation is the same. The Lone Star System has once again waged war against the peaceful Planet Nebula. Her wounds only recently healed, it's taken eighteen years for the planet to reverse the decimation and destruction the last attack left behind. Led once again by Reficul, Emperor of Lone, he's launched a fleet of attack ships to thwart any attempts to stop him. And that includes you.

The mother ship Plealos is docked at Nebula's spaceport. She and her crew are commanded by Reficul inside the ship. It's your mission to pilot the super space jet Thunder Force II and guide it strategically to the port deep below the planet's surface. To succeed, you need to survive. And it won't be easy with five levels of intricate places to pass through where ultra combat weapon forces wait to demolish your ship.

But first you've got to get there. Flying high above Nebula, the scene below looks very bad. And if staying out of the line of fire seems difficult now, be prepared for the worst later. Because once you're underground, even obstacles pose a threat to your chances for survival. This is stuff that separates the men from the boys. So good luck brave one, and remember, heads up!



Take Control

Before you begin playing, learn which buttons control the moves and functions you'll rely on during game play.

Basic Functions of The Genesis Pad

Directional Button
(D-Button)

Start Button



Button C

Button B

Button A

Directional Button: (D-Button)

- Operates selection arrow during Configuration Mode
- Changes values during Configuration Mode
- Moves Thunder Force II in eight different directions during horizontal and vertical scenes.

Start Button:

- Starts game
- Pauses screen during play
- Resumes play
- Selects Configuration Mode

Button A:

- Selects Configuration Mode
- Selects from Configuration Mode
- Selects weapons
- Begins game play from last played level

Button B:

- Fires laser
- Selects from Configuration Mode

Button C:

- Selects from Configuration Mode
- Selects weapons

Start Game

To begin game play, press the Start Button when the Title Screen appears. Then, press the Start Button again.

Select Configuration Mode

Press the Start Button to reach the Title Screen. Once the Title Screen appears, press Button A and the Start Button simultaneously to enter the configuration Mode Screen.

When the Configuration Mode Screen appears, you can select varying levels of skill and game difficulty by moving the D-Button up or down to the desired option. To increase or decrease the numerical level, move the D-Button to the right or left.

Pause and Resume Play

During game play, should you wish to stop play momentarily, press the Start Button and the game will pause. To continue, press the Start Button again.

Move Thunder Force II In Eight Different Directions

To move Thunder Force in eight different directions press the D-Button in the desired direction and Thunder Force will follow. Up or down, left or right, etc.

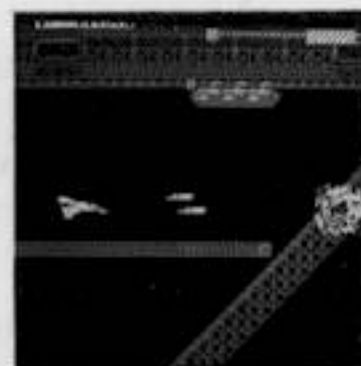
Fire Laser

For constant firing power, press Button B.

Choose Weapons

To change firing power to the most appropriate mode, whether it be rear or front fire, twin-shot or back wave, press Button A or C. More details to follow.

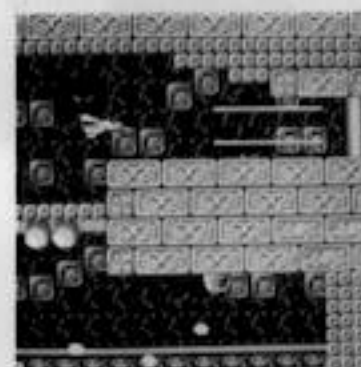
Twin-Shot: Back Fire: Laser: Hunter:



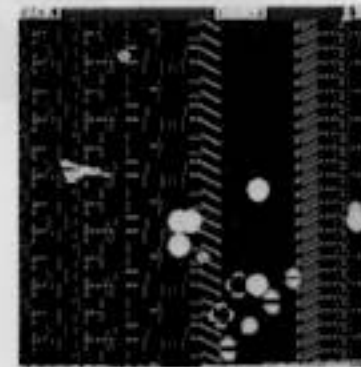
Twin-Shot:



Back Fire:



Laser:



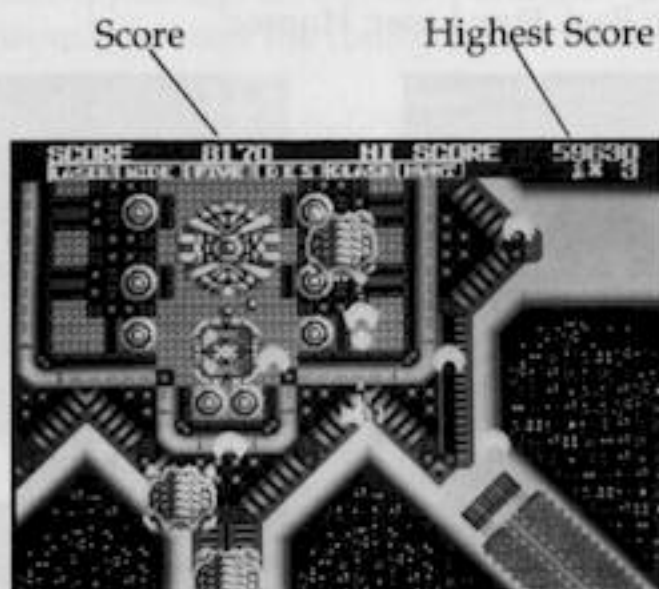
Hunter:

Screen Signals and Options

Get to know the screen signals which will inform you of gains and losses. Then, see the Configuration Mode Screen to increase or decrease the game difficulty.

Number Of Thunder Force Available

During game play you're given three jets for every level. See the Option Screen to change this number. The number of jets available for play are indicated by the Thunder Force illustrations in the upper right-hand corner. Every time you crash and die, you'll lose a jet.



Score

Your score is kept and updated during game play. Every time you hit a target, you'll gain points. See the upper left-hand corner.

Highest Score

The current highest score is kept on-screen to encourage you to try harder and beat the reigning champ. See the upper middle of the screen.

Shooting Mode

Directly below the score is a bar code that highlights either "Twin" or "Back" depending on which way your jet is firing.

Game Ends

Your mission is completed when you successfully survive all five levels.

Game Over

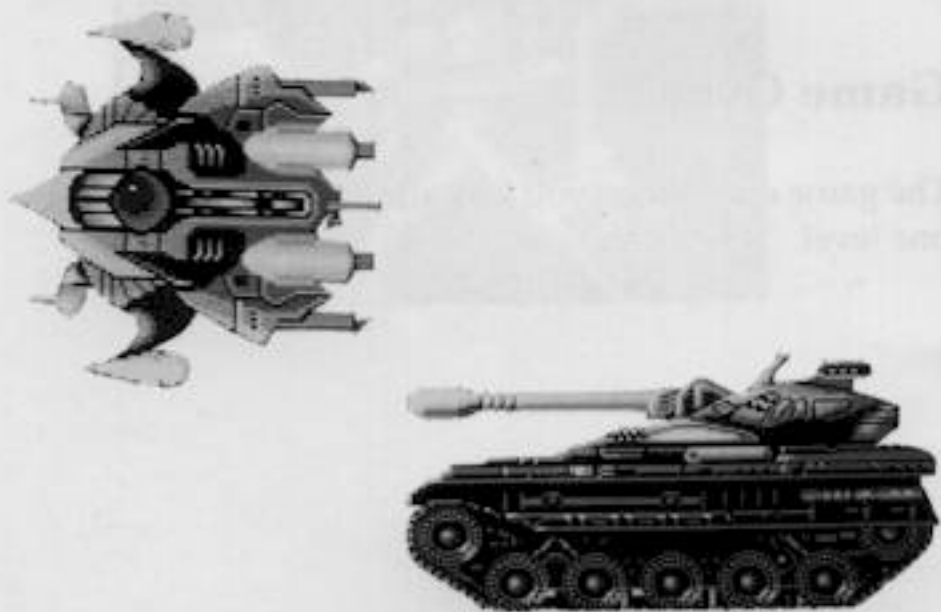
The game ends when you lose all your jets during any one level.

Configuration Mode Screen

In order to increase your chances for winning, a Configuration Mode Screen is provided to let you change standard game settings. Press the Start Button to view the title screen. Now press Button A simultaneously with the Start Button to view the screen and use your D-Button to select among the options.

To start play at any LEVEL from 1-5, select the STAGE option with the D-Button and press it to the left or right in order to increase or decrease the numerical value of the level.

To change the DIFFICULTY level of the game, select the RANK option with the D-Button. Then use the D-Button from the left to the right to choose between Training, Normal or Hard. When you choose TRAINING you can only begin play at the first level. When you choose NORMAL, you can begin play from any level except five, which you won't be allowed to play. When you choose HARD, you can start from any level and play through the last level.



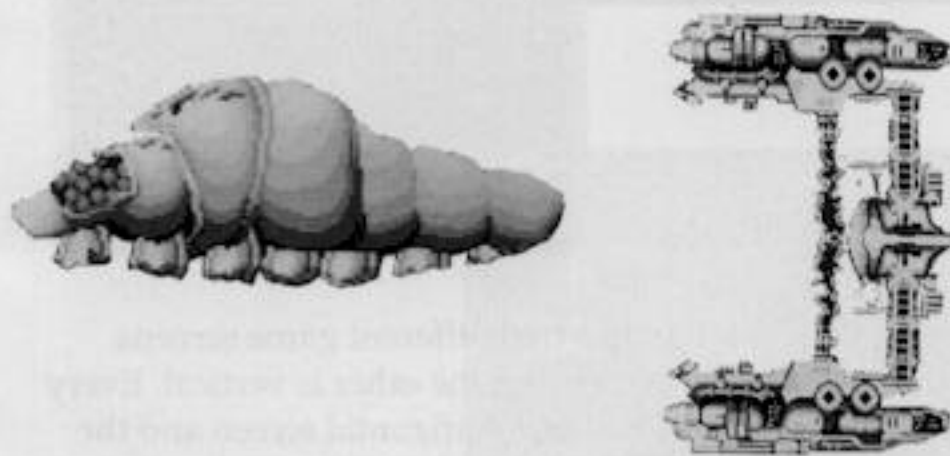
To determine the number of JETS available for play, choose the STOCK option. Move the selection arrow with the D-Button and use it from the right to the left to increase or decrease the numerical value up to five.

To select either RAPID fire vs. NORMAL, use the D-Button to the left or the right.

To perform a MUSIC test and listen to one of the 21 available tunes, select this option with the D-Button. Use your D-Button to the left or the right to change the numerical value for each individual song. Then press Button A, B, or C to listen.

To perform a SOUND TEST, select this option and use your D-Button to choose which of the 43 different special effects you'd like to hear. Then press Button A, B, or C to listen.

When you're finished, choose EXIT, and press Button A, B, or C to return to the Title Screen. Press the Start Button to begin play.



Now Make Your Move

There are five levels to survive in Thunder Force II. Luckily, you can alter the level of play.

Description of Levels

The planet Nebula is divided into five levels. Every time you survive one of the levels, you travel further beneath the surface. Each one of the levels is a combination of two scenes. When you successfully gun your way through both scenes, you'll advance to the next level. However, the fifth level is composed of only one scene.

Horizontal vs. Vertical Screens



- Horizontal Screen

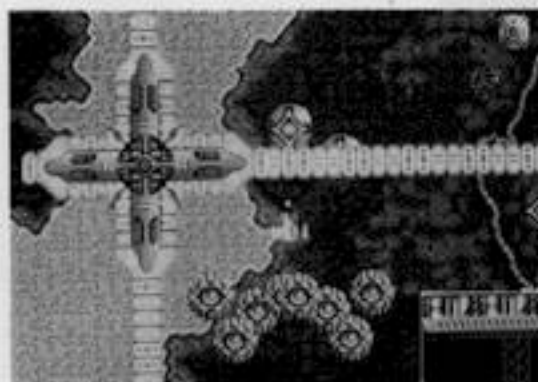


- Vertical Screen

During play you'll notice two different game screens. One is a horizontal screen and the other is vertical. Every odd numbered level will be a horizontal screen and the even numbered levels are vertical. Strategy remains the same, shoot to stay alive.

Levels 1 - 5 With Stages

Level 1: The Planet Nebula

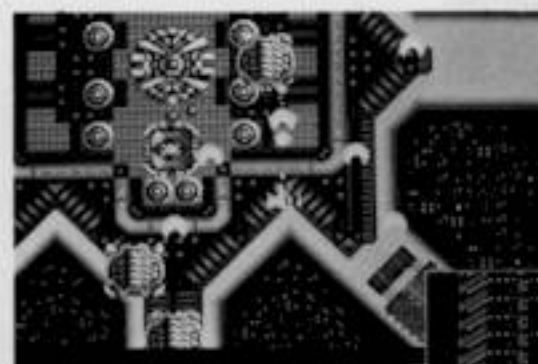


- Stage 1: The skies overhead



- Stage 2: Inside of an enemy port

Level 2: The Underground City



- Stage 3: Skyscrapers



- Stage 4: Highway

Level 3: Deeper Inside The Planet



- Stage 5: A cave



- Stage 6: Inside an abandoned pipe

Level 4: Ancient Ruins



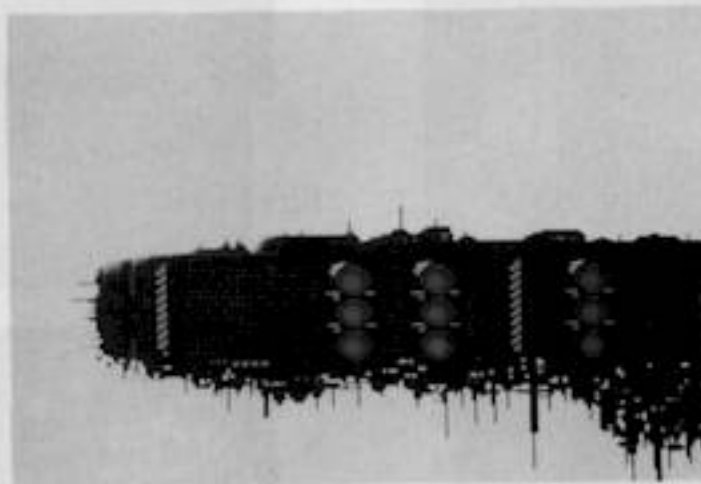
- Stage 7: Statues



- Stage 8: Inside the ruins

Level 5: The Ultra Combat Weapon Fortress Plealos

- The final confrontation

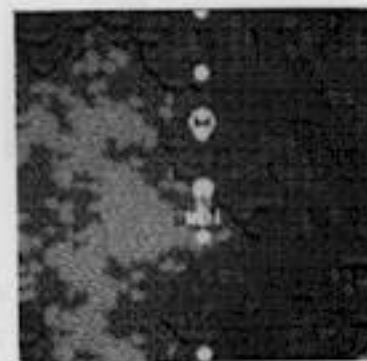


Weapon Selection

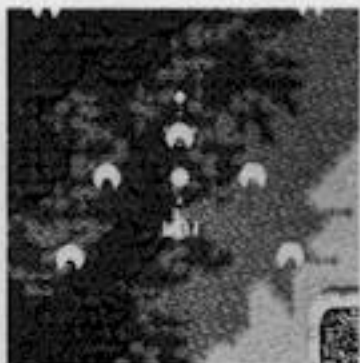
The style of weaponry you'll employ will vary depending on your battle screen. We'll start with the Vertical Screen.



Twin-Shot:
Simultaneously shoots two rounds straight ahead.



Back Fire:
Shoots missiles straight ahead and also from the rear.



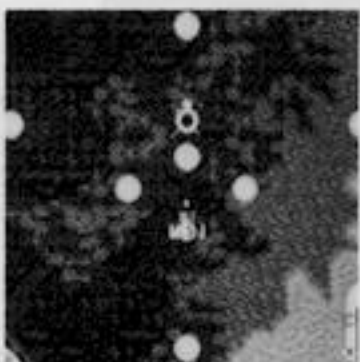
Five Wave:

Five aerial rounds that spread out horizontally.



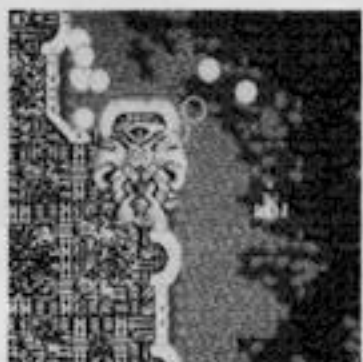
Destroy:

Fires overhead missiles in three straight directions.



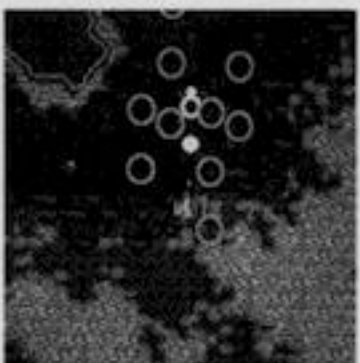
Wide Shot:

Fires missiles in three forward directions and to the rear.



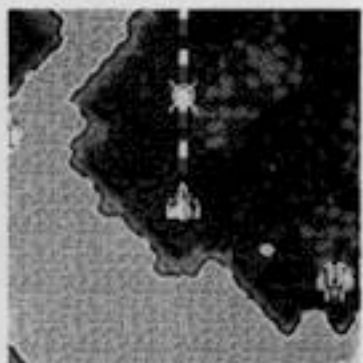
Hunter:

Fires aerial missiles that automatically pursue the enemy.



Clash:

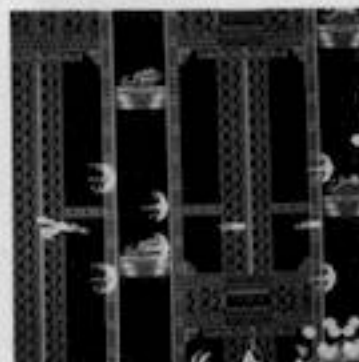
Fires revolving missiles straight ahead.



Laser:

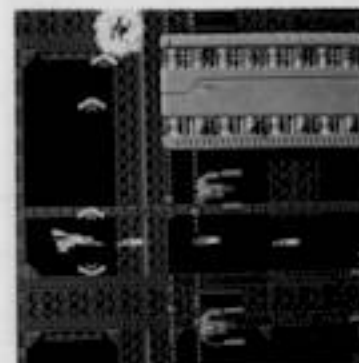
Beefed-up version of the Twin-Shot can fire a laser.

With the addition of the Twin-Shot, Back Fire, Laser and Hunter, the Horizontal Screen employs these weapons.



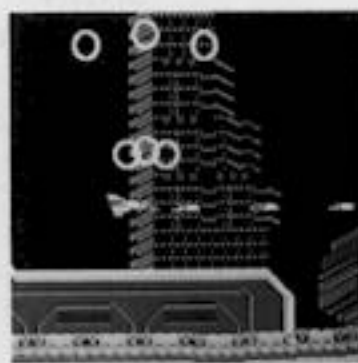
Wave Shot:

Shoots regular missiles and missiles that fly straight ahead in a wave-like maneuver.



Side Blaster:

Shoots missiles straight ahead and also up and down.



Nova:

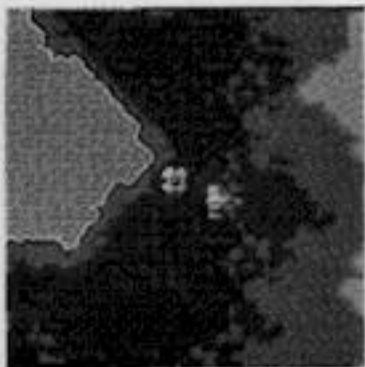
Shoots missiles in three directions opposite to the direction the jet is flying.



Mega Flash:

Shoots missiles in three forward directions and to the rear.

For ultra combat fortification, here's the Special Weapons list.



Claw:

With a maximum of two, you can form a force field around your jet and protect it from enemy fire.



Breaker:

Provides a force field for the Excelizer and protects it momentarily.

Roll:

For a limited period of time, the Claw works even faster.

Scorebook

Date			
Name			
Score			

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
